

In the Claims:

Claims 1-15 (previously cancelled)

D1
16. (currently amended) A computer readable medium comprising digital data, said digital data comprising:

one or more computer programs for storing object interface definition information, said programs comprising a parser for object interface definition information;

an object factory for instantiating object encapsulating said objects encapsulating said object interface information without translating the object definition information, said objects having predefined interfaces in CORBA IDL; and

a root encapsulator object for resolving object definition name information into an object reference for an encapsulator object corresponding to an object definition type.

Claims 17-18 (previously cancelled)

D2
19. (previously amended) A computer readable medium comprising digital data, said digital data comprising:

one or more software objects, said software objects comprising at least one interface defined in a first notation for manipulating an object having an interface at least partially defined in a second notation without translating the at least partial definition from the second notation into the first notation, said second notation being different from said first notation, wherein the first notation comprises CORBA IDL and the second notation comprises ASN.1.

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Claim 20 (previously cancelled)

21. (previously amended) A method of constructing an object invocation comprising the steps

D3 of:

instantiating an object collection of objects corresponding to rules specifying the syntax of said object invocation;

receiving information of the content of the object invocation; and

interrogating the object collection with the information to determine a set of objects sufficient to construct the invocation without translating the information into the syntax of the object invocation.

D4 22. (currently amended) A method for constructing an object invocation comprising the steps of:

instantiating an object collection of objects corresponding to rules specifying the syntax of said object invocation;

receiving information of the content of the object invocation; and

correlating/interrogating the collection of objects with the information of the content of the object invocation with to determine one or more objects of within the object collection required to construct the invocation.